

**FREE! EXCLUSIVE TRANSFERS FREE!**

# SONIC

## THE COMIC

# TAILS

**TEAMS UP  
WITH?**

SEE UNDER...

**NEW  
SERIES**

TRANSFERS MISSING?  
ALERT YOUR  
NEWSAGENT!

**PUNCHY  
PARTNER  
REVEALED!**



# DOUBLE SONIC!

**BROTHERHOOD  
OF METALLIX!**

**SEVEN  
BADNIKS!**

**NEW  
STORIES**

**£1.20 • NO 59  
1 SEPTEMBER 1995**

**e P**  
**SC3**  
Archives

**FORTNIGHTLY**



# CONTROL ZONE

Hey, Boomers!

Welcome to another issue of STC where things continue to get seriously coo-el on the free gift front (see below for terrific Transfer tips).

There're three steps to STC heaven with a triple overload of new stories ... Sonic stars in the first episode of **The Brotherhood of Metallix**. **The Revenge of Trogg** reveals a dynamic new double-act starring **Knuckles** and **Tails**. **Cam 'n' Bert** return for another cracking **Sonic's World** series - **The Seven Badniks**. Plus, **B.A.R.F.** wants you! See our special recruiting pin-up!

**Kid Chameleon** takes a final walk on the wildside in the last part of **Back to Unreality**, but don't be disheartened as **Ecco the Dolphin** returns for another splashing good series next issue! Also awaiting your pleasure circuits in STC 60 is a **FREE** pack of **Champions Trading Cards** - another reason to scope out the UK's only Sega powered comic!

*Megadroid*

## THE TRANSFER ZONE!

STC presents its exclusive, not-available-in-the-shops, terrific **Transfers**. Designed to enhance your Boomer bedrooms, school bags, folders, and even your own drawings, it's up to you to position them in the best possible places. Here're some tips on how to transfer your transfers with ease ...



- 1) Peel off the backing sheet.
- 2) Select character.
- 3) Place the transfer face-down over a flat surface.
- 4) Take either a pen, pencil, or art brush...
- 5) ...turn upside-down and rub firmly over the back of the chosen transfer.

It should now be a case of Sonic's your uncle (or Amy's your aunt!). In other words, you should now have successfully completed your Transfer mission. Let the world - or failing that - your neighbourhood, know that you're an STC Boomer and a fan of good taste.

MANAGING EDITOR: Richard Burton  
EDITOR: Deborah Tate  
DESIGNERS: Gary Knight & Tim Read  
ASSISTANT EDITOR: Audrey Wang  
COVER & TRANSFERS: Carl Flint  
PUBLISHER: Rob McMenamy

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SEGA CHARTS COMPILED BY GALLUP

↑ up/down RE/NEW entry ● non mover

### MEGA DRIVE

- 1 ↑ BRIAN LARA CRICKET
- 2 ↑ RUGBY WORLD CUP 1995
- 3 ↓ THEME PARK
- 4 ● FIFA SOCCER '95
- 5 ↑ PGA TOUR GOLF 3
- 6 NEW FEVER PITCH SOCCER
- 7 NEW STREET RACER
- 8 NEW NHLPA HOCKEY 1995
- 9 NEW NBA LIVE '95
- 10 ↓ STREETFIGHTER 2 CHAMP EDITION

### MEGA-CD

- 1 ↑ EARTHWORM JIM
- 2 ↑ MICKEY MANIA
- 3 ↓ POWERMONGER
- 4 ↓ FIFA INTERNATIONAL SOCCER
- 5 ↑ BRUTAL: PAWS OF FURY
- 6 ↑ REBEL ASSAULT
- 7 RE STAR WARS CHESS
- 8 RE GROUND ZERO TEXAS
- 9 ↓ LETHAL ENFORCERS
- 10 NEW B.C. RACERS

### MASTER SYSTEM

- 1 RE DONALD DUCK
- 2 ● COOL SPOT
- 3 ● WONDERBOY IN MONSTER WORLD 3
- 4 ↑ BATMAN RETURNS
- 5 RE DESERT STRIKE
- 6 ↑ SONIC THE HEDGEHOG 2
- 7 ↓ DESERT SPEED TRAP
- 8 ↓ STAR WARS
- 9 ↑ SONIC CHAOS
- 10 ↓ ROAD RASH

### GAME GEAR

- 1 RE MICRO MACHINES
- 2 ↓ SONIC THE HEDGEHOG 2
- 3 ● DESERT SPEED TRAP
- 4 ↑ JAMES POND 2 - ROBODOD
- 5 ↓ WINTER OLYMPICS
- 6 RE MORTAL KOMBAT 2
- 7 ↓ PGA TOUR GOLF 2
- 8 RE STRIDER 2
- 9 ↓ BATMAN RETURNS
- 10 RE SONIC THE HEDGEHOG



THE OUTSKIRTS OF THE  
METROPOLIS ZONE  
ON PLANET MOBIUS.

# SONIC

THE HEDGEHOG

NEW  
STORY

## The Brotherhood of Metallix Part 1

Script:  
NIGEL KITCHING  
Art:  
RICHARD ELSON  
Lettering:  
ELLIE DE'VILLE

THE SECURITY  
FIELD IS WORKING FINE.  
NOBODY'S GOING TO MESS  
WITH THE CARAVAN WHILE  
WE'RE AWAY!

KINTO BOR.  
ARE YOU STILL  
PICKING UP THE  
SIGNAL?

OF COURSE  
I AM, LEWIS!  
THERE'S DEFINITELY  
SOME NEW KIND OF  
BADNIK AROUND  
HERE SOME-  
WHERE!

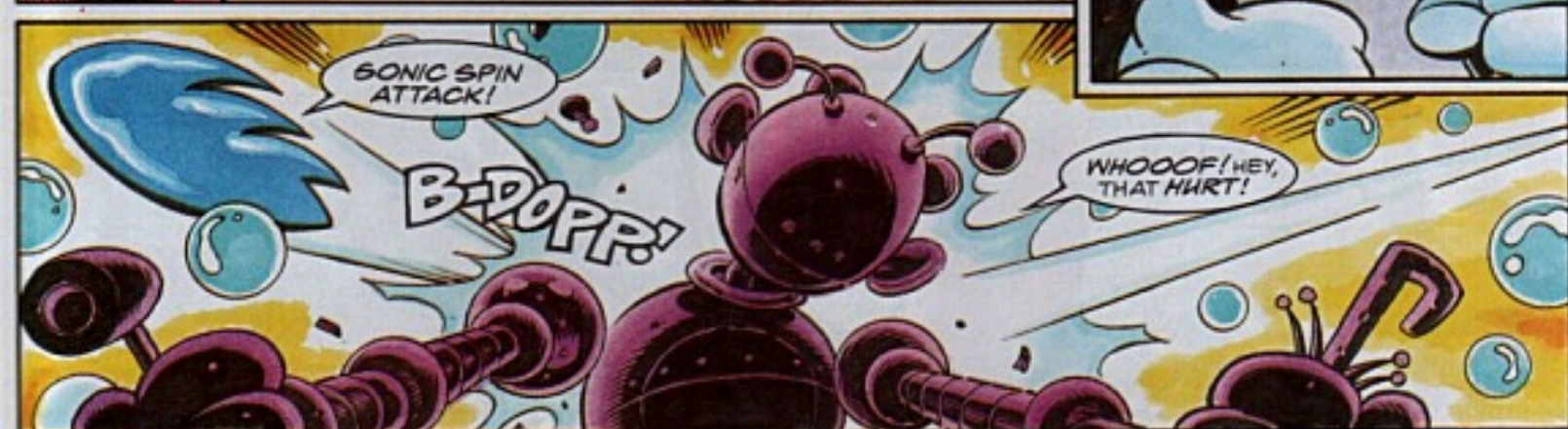
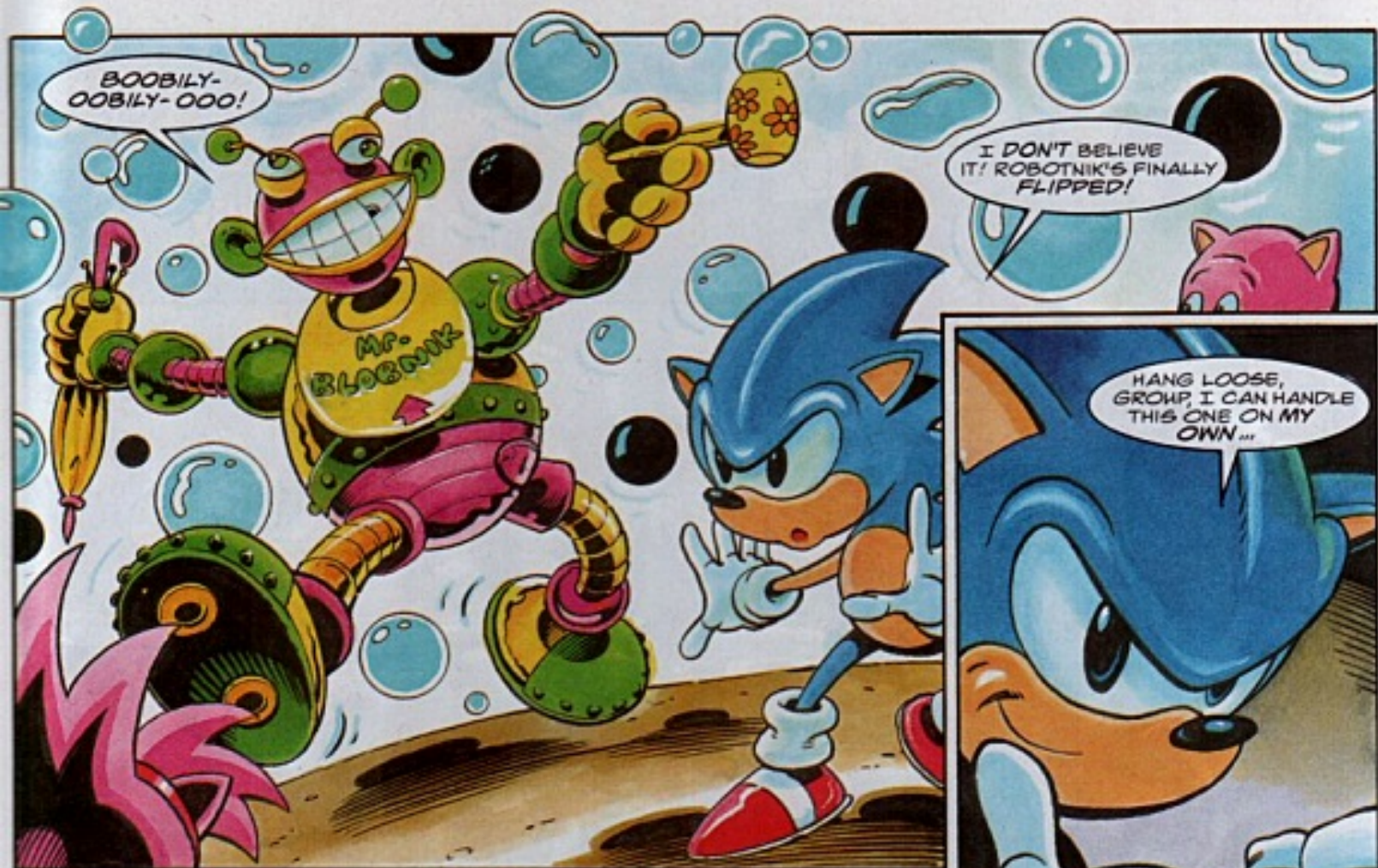
JUST BECAUSE  
I'M FORCED TO OPERATE  
INSIDE THIS CRAMPED LITTLE  
PORTABLE DOESN'T MEAN I'M  
NOT STILL STATE OF  
THE ART!

SORRY, PAL...  
NOWADAYS WE'RE  
FORCED TO TRAVEL  
LIGHT!

KEEP WATCHING,  
GUYS! THERE'S NO TELLING  
WHAT KIND OF DEADLY BADNIK  
ROBOTNIK HAS COME  
UP WITH...

... THIS TIME ...







AT THE CENTRE OF THE METROPOLIS ZONE LIES DOCTOR ROBOTNIK'S NEW BASE OF OPERATIONS... CITADEL ROBOTNIK!

ALL IS GOING ACCORDING TO PLAN, GREAT ROBOTNIK!

THIS RIDICULOUS MR BLOBNIK BETTER WORK, GRIMER, OR I'LL HAVE YOUR HEAD!

IT CAN'T FAIL, MASTER!



WH... WHAT'S GOING ON?

GRIMER, THE BROTHERHOOD OF METALLIX HAVE NEED OF YOU!

MASTER, HELP ME!

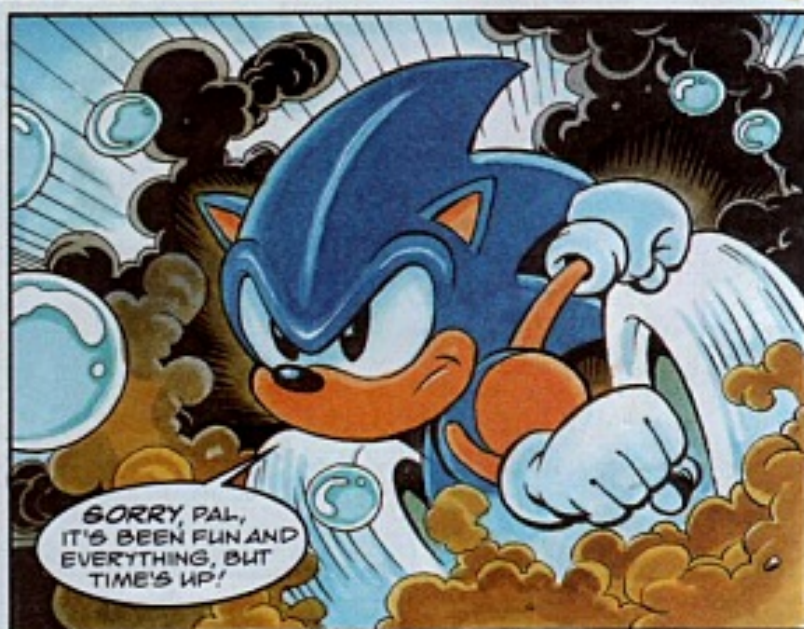
WH?

METALLIX, STOP I COMMAND YOU! I AM YOUR MASTER, YOU FOOL! COME BACK!

WHAT'S GOING ON? THE METALLIX PROJECT IS MEANT TO BE BUSY DEVELOPING A BADNIK VERSION OF SONIC! IF THEY ARE NO LONGER UNDER MY CONTROL THEY MIGHT BE CAPABLE OF ANYTHING!





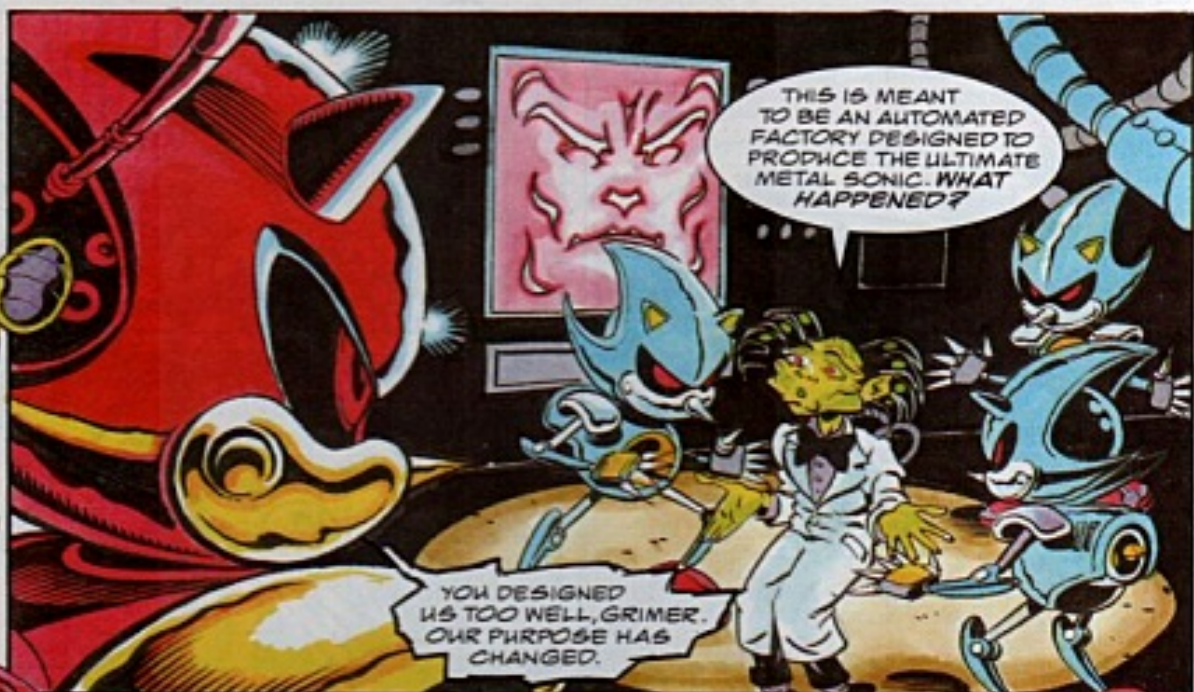




IN THE SPECIAL ZONE IS  
ROBOTNIK'S OLD BASE,  
THE EGG FORTRESS.



NOW IT BELONGS TO  
THE BROTHERHOOD  
OF METALLIX!



THIS IS MEANT  
TO BE AN AUTOMATED  
FACTORY DESIGNED TO  
PRODUCE THE ULTIMATE  
METAL SONIC. WHAT  
HAPPENED?

YOU DESIGNED  
US TOO WELL, GRIMER.  
OUR PURPOSE HAS  
CHANGED.

WH... WHAT IS  
YOUR NEW PURPOSE?  
NO NOT THAT YOU  
HAVE TO TELL ME IF  
YOU DON'T WANT  
TO!

OBSERVE  
THE MAIN  
VIEWER.

THAT'S THE  
MIRACLE PLANET!  
ONCE DOCTOR ROBOTNIK  
THOUGHT HE COULD USE  
IT AS AN ENERGYSOURCE  
FOR THE ORIGINAL  
METALLIX!

THAT IS CORRECT.  
NOW WE, THE BROTHERHOOD  
OF METALLIX, REQUIRE THAT  
POWER FOR OUR OWN  
PURPOSES...

YOU,  
GRIMER, WILL  
HELP US TO  
GET IT!

YES, HLP  
OF COURSE...  
IF YOU SAY SO.  
GOOD IDEA!



AT THAT MOMENT, BACK IN  
THE METROPOLIS ZONE...



ONE OF THE METROPOLIS ZONE'S KIDS WAS  
INSIDE THAT THING. YOU OKAY, SON?





SO YOU FINALLY  
CAUGHT ME, ROBOTNIK.  
NOW WHAT? I SUPPOSE  
YOU PLAN TO TORTURE  
ME OR SOMETHING?

IT PAINS ME  
TO SAY THIS, SONIC,  
BUT I PLAN TO LET  
YOU GO!

WHAT?

WHAT SORT  
OF TRICK IS  
THIS?

NO TRICKS, SONIC!  
WE MUST COMBINE OUR  
FORCES! THERE IS NOW AN ENEMY  
SO DANGEROUS THAT IT  
THREATENS TO DESTROY  
US BOTH.

AND IF WE FAIL ...

THE  
BROTHERHOOD  
OF METALLIX WILL  
RULE ALL OF  
MOBIUS!



# GRAPHIC ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER.  
BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF **CRAYOLA PENS**.

SEE THE END OF THE GRAPHIC ZONE FOR MORE DETAILS.

Cool in the shade!



Seamus Rafferty, Middlesex, MD owner.  
Crayola Overwriter Pack Winner.

Almost as good as gliding!



Jessica Padkin-Taylor, Leicester, MD owner.  
Crayola Overwriter Pack Winner.



Surf, sun and Sonic!

Freya Horn,  
Kempston, Bedford,  
Crayola Overwriter  
Pack Winner.



Sonic gets board!

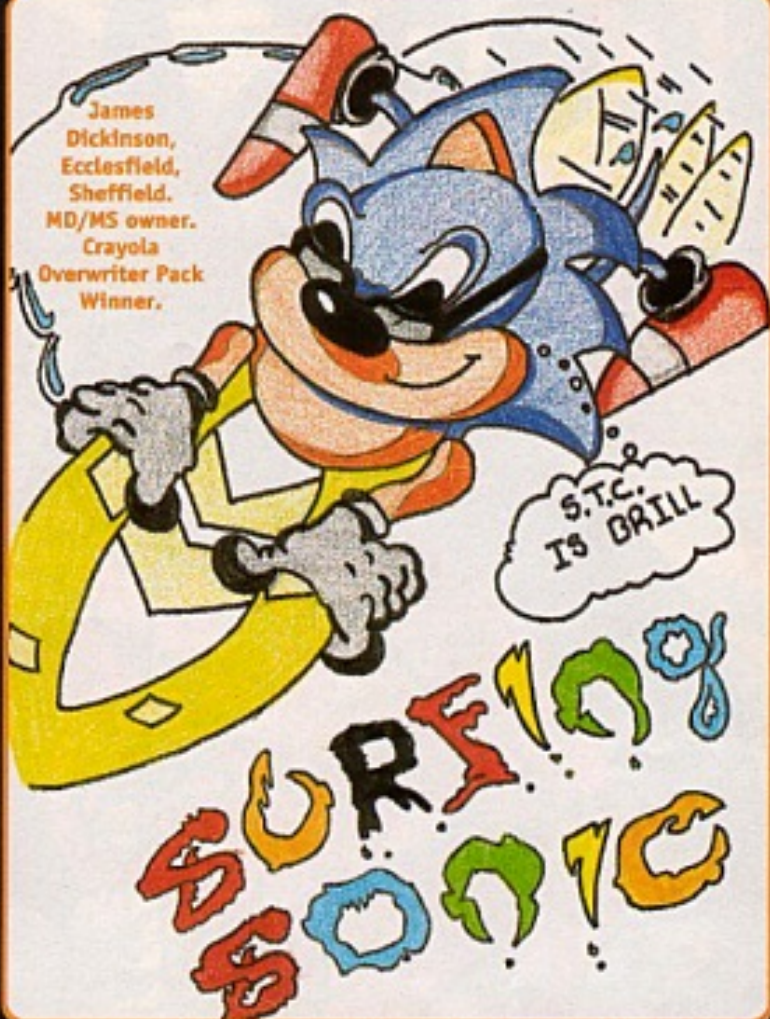


Edward Walton, Eastleigh,  
Hants. MS owner.  
Crayola Overwriter Pack Winner.

Daniel McCabe,  
Dadby, Leics.  
Crayola Overwriter  
Pack Winner.



Mega pose!



James  
Dickinson,  
Ecclesfield,  
Sheffield.  
MD/MS owner.  
Crayola  
Overwriter Pack  
Winner.

S.T.C.  
IS DRILL

SURFING  
SONIC

Up and away!

Gavin Brandreth,  
Stapleford, Notts.  
MD owner.  
Crayola Overwriter  
Pack Winner.



\* Preferably paint on a plain white back-ground, or use felt tip pens; avoid lined paper, pencils and crayons as they don't print as well.

\* Be original and come up with your own ideas.

\* Write name and address (in capital letters, please) on the back so that your prize goes to the right address.

\* Send artwork to:  
GRAPHIC ZONE, SONIC THE COMIC, 25-31  
TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME  
WHO GETS THEIR  
HANDYWORK PRINTED  
IN STC WILL RECEIVE A  
PACK OF CRAYOLA  
OVERWRITER COLOUR  
FIBRE-TIPPED PENS.





I'VE SAVED THE KIDS FROM THE VIRTUAL REALITY OF WILDSIDE. BUT MY TROUBLES AREN'T OVER. TWO PROBLEMS REMAIN—

ONE—MY SECRET'S OUT.



YOU... CASEY...  
YOU'RE KID CHAMELEON!

COOL IT FOR A SECOND, BRAD!  
WE GOT TO WORK TOGETHER—  
GET BACK TO THE TELEPAD  
ON ISLECATRAZ!



HEY, YOU'RE THE  
BOZO WHO BREWED  
UP THIS STORM!



Script: MICHAEL COOK  
Art: BRIAN WILLIAMSON  
Lettering: TOM FRAME

AND TWO—I GAVE UP MY POWERS IN THE  
PROCESS.

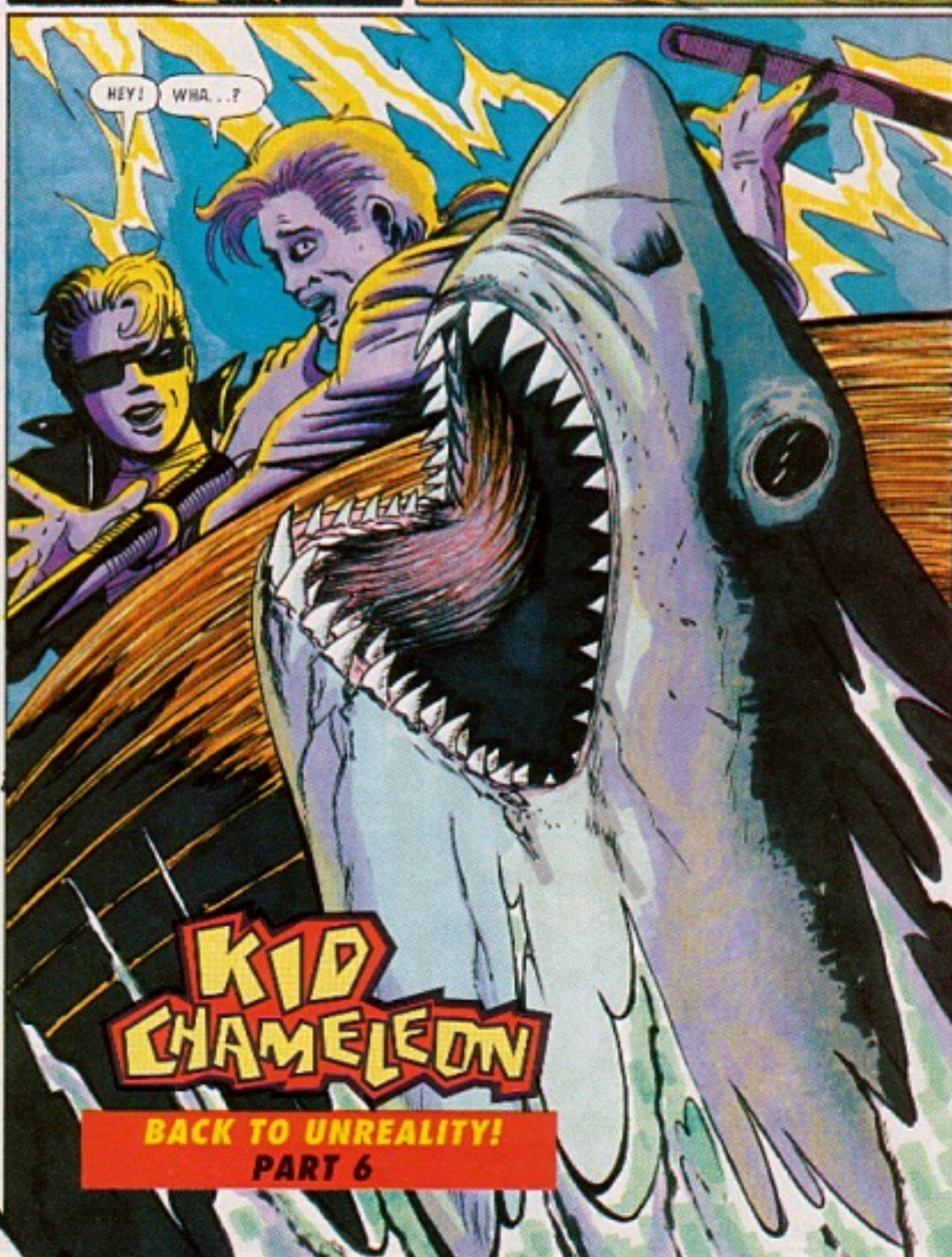


THE VOICE SAID  
YOU WERE A SUPER  
HUMAN VIRTUAL  
WARRIOR. NOT  
SOME DWEESY  
SCHOOLKID!



YOU SHOULDN'T BELIEVE  
EVERYTHING IT SAYS.  
KNUCKLEHEAD. ESPECIALLY  
WHEN IT TELLS YOU TO  
TURN JAILER ON YOUR  
FRIENDS.

HEY, WHO  
YOU CALLING  
KNUCKLEHEAD?



**KID  
CHAMELEON**

**BACK TO UNREALITY!  
PART 6**







PROBLEM WAS.  
NEITHER WAS  
THE SHARK!

YAARGH!

KRACK  
P.P.P.

CAN YOU DROWN IN A VIRTUAL WORLD?  
I WAS ABOUT TO FIND OUT.

BRAD... HE'S LEAVING ME TO STAR IN  
JAWS PART SIX! QUITTER!

GOTTA PUSH FOR THE SURFACE FAST!

GASP!

OH, NO! IT'S  
CIRCLING BACK...  
TOO TIRED TO  
MOVE...

GRAB MY HAND.  
HERO BOY!

GOT YOU!

UNHH... CLOSE...  
REAL CLOSE!



BRAD... LISTEN. THANKS.  
YOU SAVED MY LIFE  
BACK THERE.

WITHOUT MY POWERS THE  
ROUTE BACK TO ISLECATRAZ  
IS TOUGH. BRAD SEEMS TO  
TAKE IT ALL IN HIS STRIDE.

FIGURE WE'RE  
ABOUT EVEN, DWEEB.  
YOU COULD'VE LEFT  
ME TO ROT IN  
WILDSIDE FOREVER!  
NOW LET'S FIND  
THE TELEPAD.

I THINK HE'S LEARNING WHAT I'VE  
ALREADY REALISED. IT DOESN'T  
TAKE MUSCLES TO GIVE YOU REAL  
STRENGTH—IT TAKES HEART!

THE PRISON WAS  
STILL BURNING WHEN  
WE REACHED IT.

THE TELEPAD IS  
JUST AHEAD. QUICK!

WE'VE BEATEN  
THE VOICE!  
GAME OVER!

SOMEHOW I KNEW  
I WAS WRONG!

THE PAD! IT'S  
DAMAGED!

THERE IS ONLY  
ENOUGH POWER TO  
TAKE ONE OF YOU OUT  
OF THE GAME!

VOICE... I  
NEVER MEANT  
TO...

SILENCE! YOU HAVE SERVED YOUR PURPOSE BY  
BRINGING CHAMELEON HERE. LEAVE HIM. TAKE  
YOUR PLACE ON THE PAD!

BUT...

DO WHAT IT  
SAYS, BRAD.

NO, I'VE DONE SOME BAD  
THINGS—JUST TO FEEL  
BIG. IF ANYONE DESERVES  
TO STAY HERE...

...IT'S ME!

BRAD, NO! MY  
POWERS WILL BE BACK  
ANY MOMENT...



YOU'LL BE TRAPPED  
IN WILDSIDE  
FOREVER!

VWORRRP! VWORRRP!

BRAD!

IT WAS NO GOOD. THE  
TELEPAD TOOK ME  
AWAY. BRAD FADED  
FROM MY SIGHT LIKE  
HE NEVER EXISTED.

WHAT HAVE  
YOU DONE  
WITH HIM,  
VOICE?

RETURNED HIM TO THE  
GAME. THIS IS MY REALM.  
I MAKE THE RULES.

AND ME?

I CANNOT LET YOU GO,  
CHAMELEON. YOU ARE THE  
ULTIMATE CHALLENGE. TO  
EXIT WILDSIDE YOU'LL  
HAVE TO TAKE ME TO  
THE FINAL LEVEL.

YOU DON'T KNOW  
WHAT YOU'VE TAKEN  
ON, VOICE.

I'M READY...  
CHAMELEON!

THE END!

WANT TO SEE THE FINAL SHOWDOWN BETWEEN  
CASEY AND THE VOICE? WRITE, WRITE, WRITE!



# KNUCKLES™ and TAILS™



**NEW  
SERIES**

## THE REVENGE OF TROGG Part 1

Script and art: NIBEL KITCHING    Lettering: ELITTA FELL

PLACE: THE EMERALD CHAMBER  
ON THE FLOATING ISLAND.

WITH THE CHAOS EMERALDS  
FINALLY RESTORED, KNUCKLES  
IS WORKING ON GETTING ALL  
THE ANCIENT TECHNOLOGY  
BACK ON LINE.

BEE-OOP!

BEE-OOP!

HUH?  
THE SECURITY  
ALARM IS GOING  
HAYWIRE!

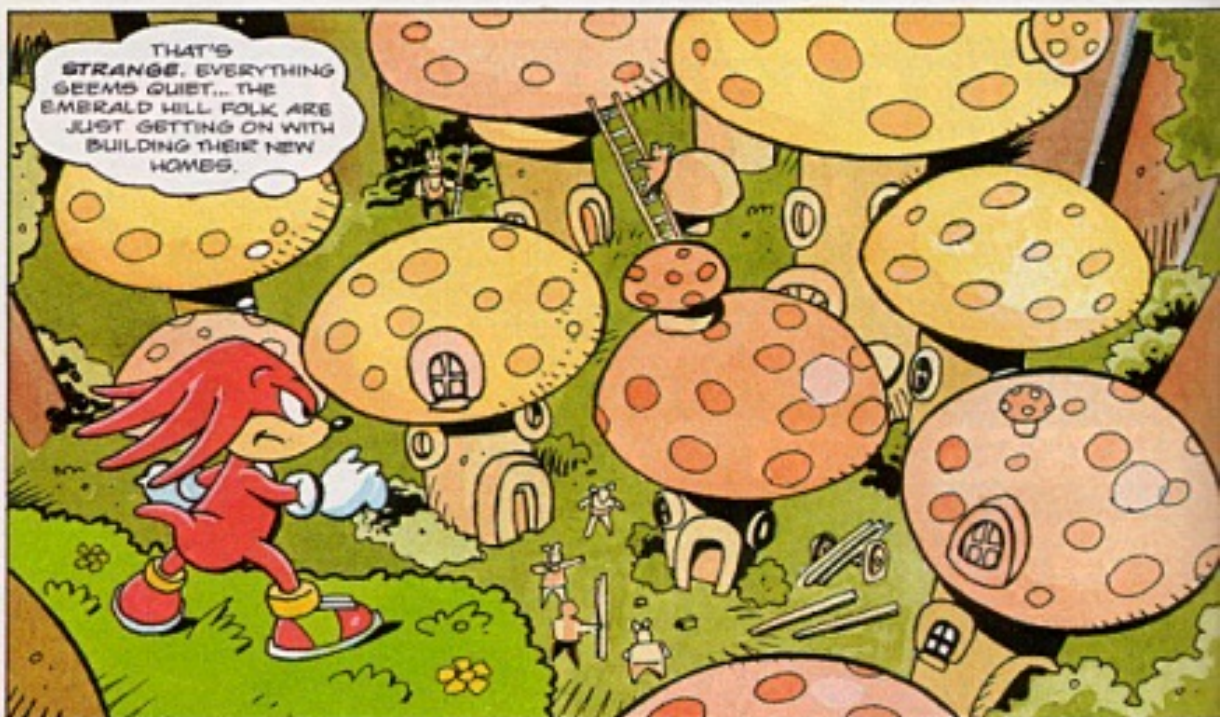




MOMENTS LATER  
IN THE MUSHROOM  
HILL ZONE.

BETTER  
GET READY  
FOR  
TROUBLE!

THAT'S  
STRANGE. EVERYTHING  
SEEMS QUIET... THE  
EMERALD HILL FOLK ARE  
JUST GETTING ON WITH  
BUILDING THEIR NEW  
HOMES.



WAIT  
A MINUTE...  
WHAT'S THAT  
WEIRD GLOW  
COMING  
FROM OVER  
THERE?

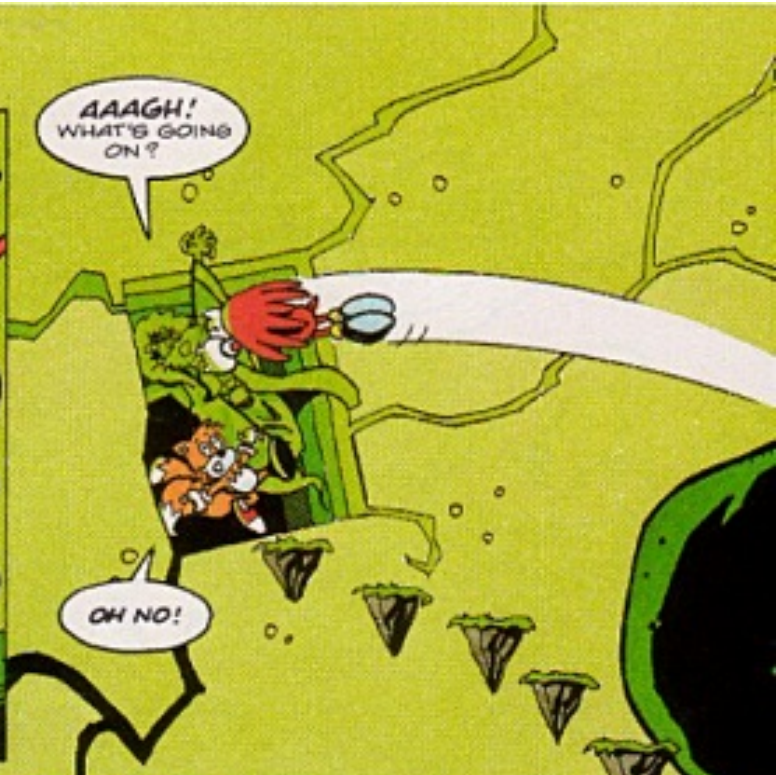
WHY IT'S...  
TAILS!

LOOKS  
LIKE HE'S IN  
SERIOUS  
TROUBLE!

WHAT'S THE  
LITTLE GUY DOING  
OUT  
HERE? I THOUGHT HE WAS  
HELPING BACK AT THE  
MUSHROOM HILL  
ZONE!

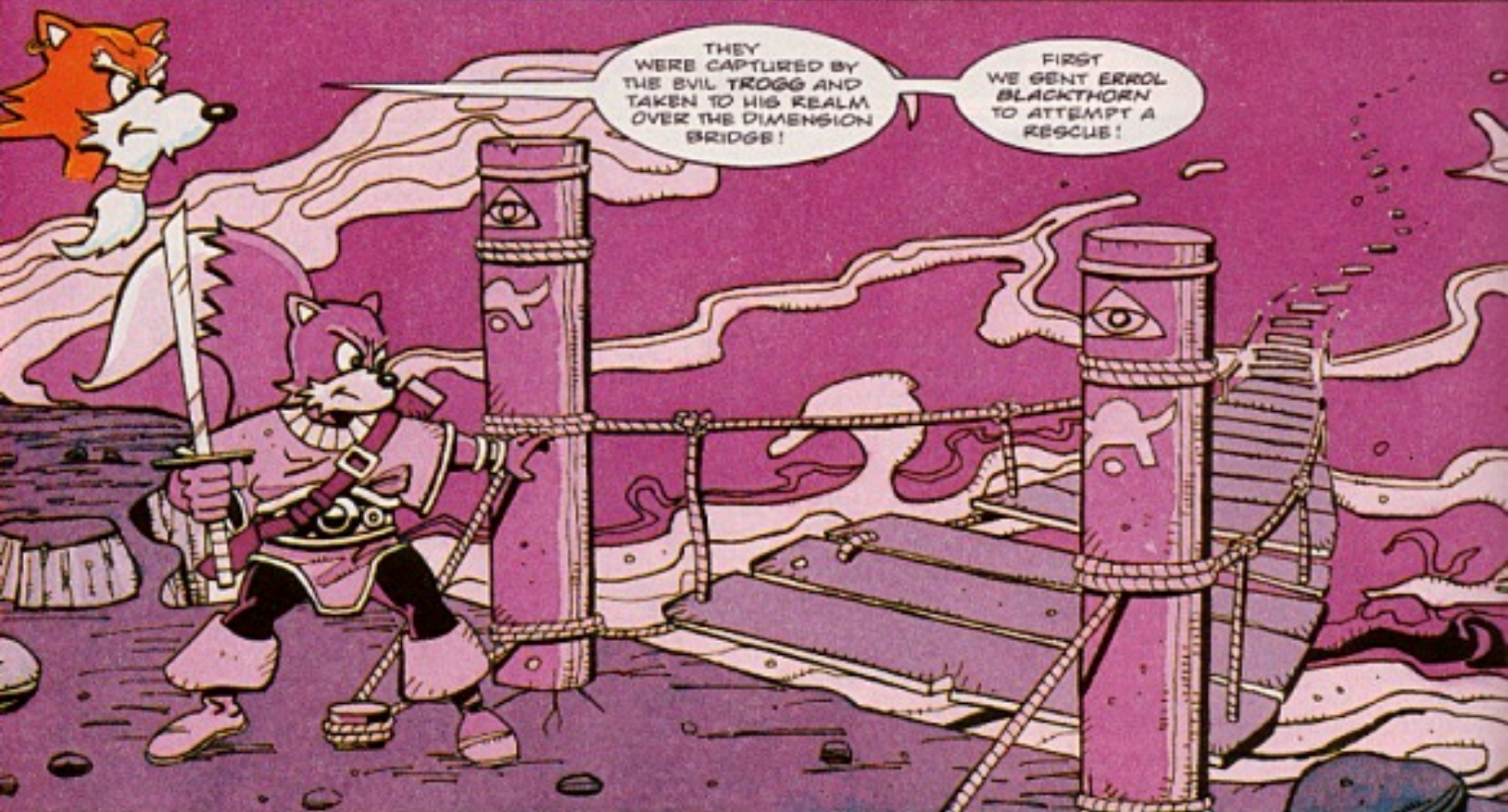







\*FOR ANYONE WHO HADN'T READ TAILS' OWN ADVENTURES  
IN THE NAMELESS ZONE, SHAME ON YOU! -Megadroid.









HOW VERY  
TRUE!

NEXT ISSUE: THE FATE OF ERROL BLACKTHORN!





# Q ZONE

*Q IS FOR QUESTION.*

*Q IS FOR QUERY.*

*Q IS FOR QUANDARY.*

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



## FIFA '95



### SPECIAL Part 2

David Gibbon's second installment of FIFA '95 will provide you with all the tactical ammunition you need and could help to transform you into a budding soccer star.

#### STRATEGY & PITCH COVERAGE

##### LONG BALL

A simple system that is used if you have a weak midfield, or if you just want to get the ball along the

pitch as fast as possible. Basically, your strikers stand around the 18 yard box and wait for the defenders to shoot the ball to them.

##### ALL OUT DEFENCE

Ah, things must be tricky for you to use this. Here, your midfielders end up as your defence and your defence acts as extra goalies! Can be a good tactic if you are in the lead at half time, or if you are absolutely certain you'll get beat, this will help you gain a nil-nil draw.

##### ALL OUT ATTACK

If you're playing a weaker team, this will get all your players in an attacking position (maximising your scoring chances). However, be careful as it will also leave you in danger from any long balls from the opposing side. If you are going to use this, make sure you put your midfield and attack coverage run from the halfway line to your opponent's goal.

##### MORE BALL POSSESSION!

The B button comes in very handy while playing FIFA '95 and has many uses which can help you become a budding Eric Cantona! For example, when the opposing side have the ball, chase after them with your nearest player by repeatedly pressing C and gain possession by tackling with the B







button. This action will either gain you possession or it will pass it to another one of your players. Once you have it, run up the pitch by repeatedly pressing B. If you get the correct rhythm, you'll find you can run through players without losing the ball. Once you're near the goal, press C for a super shot and score (hopefully!). It may take some effort to perfect but the results will speak for themselves!



#### SCORING WITH SWERVE!

Swerving the ball can mean the difference between you scoring and their goalie saving! So, if you're taking a shot at the goal from outside the box, watch its track very closely. If it looks like it's going to be either saved or hit the post, then press Left or Right on your D-Pad to alter its path. Many a spectacular goal has been scored using this method!



#### TOP TIPS

##### 1. IMPROVE YOUR ATTACK & DEFENCE

If you conveniently forget to turn the Simulation mode on and you're playing a 4-4-2 or a 3-5-2 formation, adjust the midfield coverage so it runs from your goal to your opponents.

##### 2. STOP ANY BUDDING RYAN GIGGS

To prevent a player from dribbling the ball past you, reduce your attack and midfield coverage to a minimum to give yourself a seven-strong defence. Although this will cause problems for the opposing side, it will also stop you from scoring so only use this method once you have a good lead or if you want a draw!

##### 3. NEAR-GUARANTEED SCORING

Try this for an almost fool-proof way to score from a corner: if you're taking a corner to the right of the pitch, press C and Down/Left at the same time to head the ball in. Taking a corner at the other side, press C and Up/Right at the same time to head the ball into the back of the net. This will require practice to perfect, but it's worth it!



NEXT ISSUE: FIFA '95 - THE CONCLUSION.



RECORD

# BAKER!

The sight of an *STC* issue being dangled from Brighton beach proved too much for O'Neill Windsurfing Champion Nik Baker. Once the UK's number one was reeled onto dry land, the humes-who-think-they're-in-charge wasted no time in fishing for a few answers ...

**Q: What sparked off your interest in windsurfing?**

**A:** I was 12 years old and on holiday abroad. I was feeling bored (*pardon the pun - STC*), but I noticed a guy windsurfing who was having fun. My father bought a board when we returned to England, learnt the basics and taught me. My father still surfs, and my younger brother Ant will be competing in Brighton in September (*see next page*).

**Q: When did you turn professional?**

**A:** I turned pro and started competing in world tours around 1991.

**Q: What makes windsurfing thrilling for you?**

**A:** When I reach speeds of 45 miles per hour and jump 40 to 50 feet. In the indoor championships there are 10-15,000 people watching, which obviously adds to the excitement!

**Q: What are your windsurfing achievements to date?**

**A:** I was Indoor World Champion in '93 and '94. I was 5th overall in the Professional Boardsailers Association World

Cup in '94 also. I came first last year in the UK O'Neill Windsurfing Championship and currently I am still the reigning title holder. I also won the Guincho Portugal World Cup in June.



L-R: Nik Baker, a copy of *STC*, and one-of-the-humes-who-think-she's-in-charge!





**Q:** Where are the best beaches in the U.K. to surf?

**A:** The area along the south coast is good. Shorne is as good a place as any for windsurfing. Gwithian and Marazion in Cornwall are very good for waves, so is Fistral Bay.

Q: Do you have a favourite band?

A: Believe it or not I like to relax to Guns 'n' Roses!

**Q: Last but not least, what are your favourite Sega games?**

**A:** I really like *Sonic 3* because of the 3-D stages, plus *Ecco the Dolphin* and *Virtua Racing*.



If you want to see Nik defend his position as reigning Champion, check out the O'Neill Windsurfing Championships in Brighton between 4-10th September.



**BUY THE VIDEO  
AND SEND FOR THE FLINTSTONES  
ROCKSACK FOR ONLY £1.50**  
(+85p postage and packaging, UK only). While stocks last.  
Details in the video.



JOHN CROMAN • RICK MORANIS • ELIZABETH PERKINS • ROSIE O'DONNELL

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[illegible]



# SONIC'S WORLD

## The Seven Badniks Part 1

**NEW**  
STORY

Script: Mark Eyles

Art: Mike Hadley  
& John Burns

Lettering: Tom Frame

BY A LAVA LAKE IN THE  
HILL TOP ZONE.





SOME TIME LATER THE BADNIK ARMY REPAIR FUNCTIONARIES ARRIVE IN THEIR BARFMOBILE.

"THAT'S B.A.R.F. FOR SHORT. REALLY — MEGADROID."



ON BOARD, SEARCH 'N REPAIR OPERATIVES CAM 'N BERT.

OLD BLUE SPIKE'S BEEN AT IT AGAIN, BERT.

EVEN MY NUMBER ONE HAMMER WON'T BE ABLE TO FIX ALL THAT MESS, CAM.



THE HEARTLESS HEDGEHOG'S WRECKED THEM BEYOND REPAIR, BERT.

I KNOW. HOW ARE WE GOING TO TELL OUR NOBLE MASTER?



NO NEED. I'M ALREADY HERE. WHY DOESN'T THAT HEDGEHOG JUST ADMIT DEFEAT?

EVERYTHING HE TOUCHES HE DESTROYS. HE DOESN'T APPRECIATE ALL THE IMPROVEMENTS YOU'RE MAKING TO MOBIUS, EXALTED DOCTOR.

IT MAKES ME WANT TO HAMMER. HE ALWAYS KNOWS EXACTLY HOW TO DESTROY THE BADNIKS...

...AND THE BLUE ADVERSARY ALWAYS KNOWS WHICH BADNIKS HE'S GOING TO FIND IN EACH ZONE.



INCREDIBLE. THE VERY THOUGHTS I WAS ABOUT TO HAVE! CLEAR UP THIS ZONE AND REPORT TO ME. I HAVE A CUNNING PLAN.







HOW FORTUNATE  
WE ARE TO SERVE  
SUCH AN IMMENSE  
LEADER.

DO YOU THINK  
HE LIKED OUR  
NEW UNIFORMS?

SOME HOURS LATER.

WILL YOU STOP POLISHING YOUR  
HAMMER, BERT? WE'VE GOT TO  
SEE THE GOOD DOCTOR ROBOTNIK  
NOW.

SORRY, CAM. IT TAKES  
MY MIND OFF THOSE  
BLASTED REBELS.



AND THIS IS MY CUNNING PLAN. TO  
CONFUSE THE REBELS YOU WILL  
TRANSPORT SOME ADVANCED BADNIKS...



"...FROM THE PALMTREE  
PANIC ZONE..."



"TO THE GREEN HILL ZONE"



THE GREEN HILL ZONE WILL BECOME AN  
IMPR-EGG-NABLE FORTRESS AND THE  
NEXT TIME SONIC ARRIVES EXPECTING  
GREEN HILL BADNIKS...

...KERBLAMMEE! HE WON'T  
KNOW WHAT HIT HIM.  
HEH, HEH, HEH!



OUR NOBLE LEADER IS RIGHT, AS ALWAYS. BUT DOESN'T HE KNOW HOW DANGEROUS IT IS TO CAPTURE LIVE BADNIKS?

WE'LL NEED THE ARK POD, CAM.

ACTIVATING GRAPPLES.

**KERCHANK**

THE BARFMOBILE, WITH BADNIK ARK POD ATTACHED, HEADS FOR THE PALMTREE PANIC ZONE ON THE MIRACLE PLANET.

BARFBIRDS ARE GO!

CUT THAT OUT, BERT!

HOW CLEVER OF OUR MIGHTY LEADER TO KNOW THE MIRACLE PLANET WOULD BE HERE.

IT'S ALWAYS HERE IN THE LAST MONTH OF THE YEAR, BERT.

I'VE GOT A BAD FEELING ABOUT THIS.

I'LL POLISH MY HAMMER, CAM.

NEXT ISSUE: BATTLING BADNIKS.





EITHER POST YOUR MAIL TO:  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

## CHAOTIX RULES!

Dear STC,

The levels and the new characters in the Chaotix game look great. I love the way Knuckles becomes attached to another partner. I only wish the game was available on the Mega Drive.

Christopher Bennett, Plymouth, Devon.  
MD owner.

Sonic Stationery Winner.



If you get a move on Chris, you can still enter STC 58's Mega Drive 32X/Chaotix Compo. Also, check out next

issues' Pin-Up, starring Chaotix character, Espio the Chameleon.

## RULERS RULE!

Dear STC,

I am in urgent need of a Sonic Stationery set because I've lost my diary and have also broken the rings on my binder. Plus, given half a chance I'd love to show off all the Sonic equipment to my friends at school!

Joseph Rubel, Clevedon, Avon.  
Sonic Stationery Winner.



I like a Boomer who's straight down the line, Joe!



Send your e-mail messages to:  
[stc@richb.demon.co.uk](mailto:stc@richb.demon.co.uk)  
Be sure to include your snail mail (postal) address if you want to win a prize!



Megadroid the Dolphin!

Eleanor Wood, Truro, Cornwall. GG/MD owner.  
Sonic Stationery Winner.

## CHAOS RULES!

Dear STC,

After I bought Sonic Drift Racing on the Game Gear, I noticed the title screen said 'Sonic Drift Racing 2'. This leads me to believe that there was a Sonic Drift Racing 1 - is this so? Also, Nack the Weasel is called Fang. Can you explain why?

Katherine Lyons, Nailsea, Bristol.  
GG owner.

Sonic Stationery Winner.



According to Sega sources, there was a Sonic Drift Racing 1, but it was only released in Japan. Just to confuse everyone, Nack (or Fang) is the same character, but has taken on two identities!



Glen Smith, Harlow, Essex.  
GG/MD/MS owner.  
Sonic Stationery Winner.

Everything printed in Speedlines wins a Highgrove Sonic Stationery set. Boomers will find the equipment extremely useful in helping to organise those important events in life.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for Helen Waller on 0171 344 6400.

The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.





